

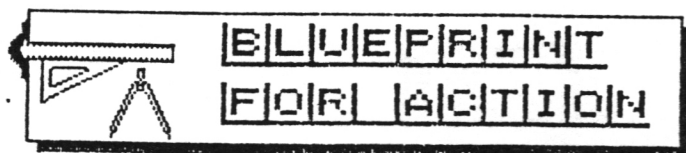
# LISTing Newsletter

Newsletter of the Long Island  
Sinclair/Timex Users Group

October 1993 Issue  
NEXT MEETING OCT 17, 1993

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QUESTIONS and  
ANSWERS .....

### *Listing Policy*

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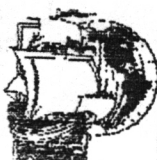
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 \*\*\*\*\*



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## COMING EVENTS:

\*\*\*\*\*  
 OCT. 17, 1993 LIST MEETING.

\*\*\*\*\*  
 \*\*SPECIAL NOTICE\*\*  
 \*\*\*\*\*

THE NEXT MEETING WILL BE HELD AT  
 THE ICE CREAM DISPENSARY  
 (HARVEY'S STORE)  
 334 DOGWOOD AVENUE  
 FRANKLIN SQUARE, N.Y.  
 TEL: 516-486-1090

DIRECTIONS: SOUTHERN STATE PKWY  
 TO EXIT 17 NORTH (HEMPSTEAD AVE)  
 GO TO FIRST TRAFFIC LIGHT,  
 LEFT TURN ON TO CORNWALL,  
 NEXT TRAFFIC LIGHT, BEAR RIGHT  
 ON TO DOGWOOD AVENUE. GO 1 MILE  
 TO THE ICE CREAM DISPENSARY. IN  
 A SMALL SHOPPING CENTER ON THE  
 LEFT SIDE OF THE ROAD.

MEETING MINUTES  
 \*\*\*\*\*  
 REPORTED BY: FRED STERN  
 SEPT. 12, 1993

\*\*\*\*\*  
 HARVEY CALLED THE MEETING TO  
 ORDER AT 2:30PM.

BOB M. GAVE THE TREASURERS RE-  
 PORT. LIST HAS \$609.00 IN THE  
 TREASURY. EXPENSES FOR THE LAST  
 FEW MONTHS WERE FOR: PRINTING  
 AND POSTAGE FOR LISTING, AND  
 POSTAGE FOR LIST CORRESPONDENCE.

LETTERS WE RECEIVED OVER THE  
 SUMMER INCLUDED: 1 MEMBERSHIP  
 RENEWAL, EXCHANGE NEWSLETTERS,  
 AND 2 LETTERS REQUESTING INFOR-  
 MATION. JOHN P. WILL ANSWER  
 INFO-LETTERS.



WE WERE ALL HAPPY TO SEE JOHN  
 PAZMINO IN ATTENDANCE AGAIN.  
 JOHN WAS ALSO KIND ENOUGH TO  
 DONATE SOME TS1000 COMPUTERS AND  
 PROGRAMS TO LIST. THIS EQUIPMENT  
 WILL BE AUCTIONED AT OUR NEXT  
 SWAPMEET IN DECEMBER.

## TECHNICAL ROUNDTABLE \*\*\*\*\*

HARVEY ADVISED THAT HE WAS HAV-  
 ING AN OVERHEATING PROBLEM WITH  
 HIS QL. BOB G. INFORMED US OF  
 THE REASONS THAT THIS COULD HAP-  
 PEN. BOB G. WILL CHECK OUT THE  
 QL FOR HARVEY.

FRED S. TOLD OF A PROGRAM HE  
 RECEIVED OVER THE SUMMER CALLED  
 MASTER-Scribe. THE PROGRAM COULD  
 NOT BE LOADED ON TO DISK ON HIS  
 AERCO SYSTEM.  
 FRED ALSO OBSERVED THAT THE PRO-  
 GRAM HAD A REM 0 IN ITS BEGIN-  
 NING WHICH COULD NOT BE CHANGED  
 TO REM 1. TOM AND KEN EXPLAINED  
 THAT THE REM 0 STATEMENT HAD  
 MACHINE CODE PROGRAMING. THE  
 ONLY WAY THIS CAN BE CHANGED WAS  
 TO FIND THE ADDRESS LOCATION OF  
 THE BEGINNING OF THE PROGRAM AND  
 CHANGE THE REM 0 TO REM 1 USING  
 THE POKE COMMAND. WITH THE  
 CHANGE IN THE REM STATEMENT THE  
 PROGRAM MIGHT BE SAVED ON DISK.

FRED ALSO ADVISED THAT RADIO  
 SHACK WAS NOW CHARGING \$2.95 FOR  
 ITS CATALOG. JOHN P. ADDED THAT  
 RADIO SHACK APPEARED TO BE MORE  
 INTERESTED IN ELECTRONIC APPLI-  
 ANCE SALES LIKE CIRCUIT CITY, OR  
 THE WIZ.

## A FINAL WORD

\*\*\*\*\*  
 MY NAME IS FRED STERN AND I AM  
 THE EDITOR OF THIS EDITION OF  
 LISTING.

WELL, SUMMER IS OVER AND A NEW  
 SEASON FOR LIST WILL BEGIN.  
 THINGS ARE TOUGH. TIMEX/SINCLAIR  
 SUPPORTERS AND USERS ARE DWIND-  
 LING. WE AT LIST ARE HOPING THAT  
 WE CAN KEEP THE SPIRIT OF  
 ECONOMIC COMPUTING ALIVE FOR AN-  
 OTHER YEAR.  
 THIS SHOULD NOT BE CONSIDERED A  
 STATEMENT OF A PROFIT OF DOOM,  
 BUT THE OBSERVATION OF AN OPTI-  
 MIST WHO HAS FAITH IN THE SPIRIT  
 OF THE TIMEX/SINCLAIR USER COM-  
 MUNITY.

WE ARE REPRINTING SOME EXTREMELY  
 GOOD ARTICLES FROM THE FOLLOWING  
 NEWSLETTERS:

NITE-TIMES NEWS, 12/92  
 QZX 10/92

TIME DESIGNS ??/??.

WE ALSO WHICH TO GIVE CREDIT AND  
 THANKS TO THE AUTHORS:

BOB SWOGER  
 KSXY  
 TOM WOODS.

THANK YOUS TO TOM SKAPINSKI AND  
 BOB GILDER FOR THERE EFFORTS AND  
 CONTRIBUTIONS TO THIS NEWSLETTER  
 AND TO HARVEY FOR THE USE OF HIS  
 STORE.

SEE YOU ALL AT THE NEXT MEETING.

## QL CORNER

This summer I spent much of my time learning to use the many new features of XCHANGE and XCHANGE Quill. Some of us had expected an XCHANGE manual to surface somewhere so that we could use XCHANGE more efficiently. This never happened.

I decided to look closely at the five HELP files (those ending with an \_hob extension) and decided to re-format them, select those files pertaining to the new commands and printing them out. After working with XCHANGE for several weeks, I added some text to the file I call XCHNOTES. XCHNOTES\_doc file is approximately seven (7) pages long and will do for now as a user's manual.

XCHANGE Quill, Archive, Easel and Abacus are updated versions and seem to operate faster than the latest versions of the same named files. When in XCHANGE itself, multi-tasking with additional software isn't a problem. I now use XCHANGE instead of Taskmaster and multi-task The Editor S. E. without any problem.

The mail merge facility in XCHANGE Quill will allow the use of a Name and Address file from either Archive or Quill. So those of you out there who do not use Archive will find a simple \_doc file adequate for use as a database. Incidentally, using this mail merge is a lot easier than using a mail merge from a separate Mail Merge program.

I can supply any reader of LIST with a copy of XCHNOTES\_doc or XCHNOTES\_txt and all five HELP files formatted as \_txt and \_doc files on disk provided you send me a formatted, 720K disk (either 5 1/4" or 3 1/2") in a suitable envelope so that it can be used for return to you and return postage which is usually 75 cents in stamps. If you need the XCHANGE program, send an additional formatted disk with enough return postage. I will send out the software the next day after receipt of your request.

If any QL user is still suffering from a QL overheating problem, I have on hand a small supply of the 2 Amp version of the 78C05 voltage regulator. (Original version is 1 AMP). The European's have used this fix for quite some time with good results. Here in the 'States' they were not available. If any one needs one, send me \$3.00 and I will send you one, post paid.

Digital Precision has sent me the latest version of The Editor S. E. to review for IQLR. I've been using The Editor since 1987 and upgraded to the Special Edition in 1988. This is the only 'word processing' software that I need. At times I prepare manuals ranging from 20 pages to approximately 200 pages for some friends in the airline entertainment industry. All pages are printed out back-to-back. The Editor SE handles this very well. Any control codes required (bold, double height-width, italics, letter quality, and so on) I embed directly into the text while proof reading. This can be done quite easily since The Editor has a special character set which, when used for control coding, the printer understands and follows through by printing out these commands correctly.

Those of you who use The Editor SE, and don't know whether you have the latest version or not (all SE versions are 2.05 regardless of the upgrade), look at the byte count for the XTRAS file. My original SE version of the XTRAS file indicates 5K 598 bytes; the newest version indicates 7K 268 bytes. There really aren't any new commands added, however many of the commands have been 'tweaked' or improved. The boot file now activates several Lightning files which are included on

the disk, for faster operation of the software. Digital Precision will upgrade The Editor SE for you for a slight fee.

Digital Precision has also upgraded PC CONQUEROR (PC emulator) to operate with more memory when using a Gold Card. This program is called PC Conqueror Gold Special Edition which allows the user with a Gold Card and ED disk drives (3.2 Meg) to get the most out of this PC emulator. I understand that this edition will also support hard drives.

Most of the new software being developed recently operates with Tony Tebby's Pointer Environment which is Mouse operated or with the QL cursor keys. If you are really interested in this type of software, search through the pages of IQLR, QL World, Updates or QUANTA.

There is an awful lot of activity within the QL Software and hardware area, with many software libraries available consisting of public domain and shareware on disks. I have approximately 125, 720K disks full of interesting programs. Just check the ads in QL World for further information.

QUANTA's library has grown by 'leaps and bounds' - I've lost track on just how many disks make up their library. I recently received four 720K disks from Bob Dyl, the East Coast Quanta librarian. The programs on these disks were compressed - The programs on the four original disks are now housed on 15 disks. Decompressing the programs are very easy. as it is menu driven.

If you don't subscribe to IQLR, QL World, Updates or Quanta and are still active with your QL, you should 'get the ball rolling', select one or more of these publications and PLEASE, subscribe.

International QL Report, 15 Kilburn Court, Newport, RI 02840, Telephone: 401-849-3805 EST 10:00 AM through 9:00 PM - \$18.00 USA. Bob Dyl Publishes IQLR 6 times per year.

UPDATE Magazine, P. O. Box 1095, Peru, IN 46970, Tel:317-473-8031 Between 5:00 PM through 9:30 PM Standard Time during the week and noon to 6:00 PM on weekends. \$18.00 US and and \$22.00 outside US. Carol and Frank Davis publishes four times per year - supporting ALL Timex/Sinclair computers.

QL World Magazine, Archwind, The Blue Barn, Tew Lane, Wootton, Woodstock, Oxon, OX7 1HA, UK. USA & Canada '49.90 - Europe '32.90, Credit Cards accepted! Publishes 12 times per year.

QUANTA - a World-Wide-QL User Group, Membership Secretary: Bill Newell, 213 Manor Road, Benfleet, Essex, SS7 4JD UK Telephone:0268 754407. Publishes Quanta magazine 12 times per year and provides a vast software library which is free to all members.

Please...' byte the bullet'. Let the Magazine publishers know that all QL users in the US will support them so that they can continue to publish their periodicals. Without these publications, software and hardware manufacturers will stop producing their wares because they will not be able to advertise their products - then it will be time to say, Good Bye, QL!

See you next month....Bob Gilder



## TEACH KIDS TO COUNT,

Some education theorists suggest that learning to count and read is enhanced if you create a large, sharp image in a child's mind. This image should be easily recognized and repeated often.

Rapidly moving TV pictures get credit (and blame) for generating very powerful attention-grabbing images that anyone watching learns quickly. With your ZX81 and some intelligent program design, your TV can provide sharp graphic images of concepts you want to teach.

I wrote this program, COUNT, to help my three-year-old son learn to equate a group of objects with a number. The game draws a random number of objects on the screen and asks, "How many?" If he answers correctly, the computer tells him he's right and draws another set. If he's wrong, the computer asks for another answer.

Since my son can barely count much less read, written text is kept to a minimum. To keep things interesting, the program generates several shapes that occur randomly.

COUNT fits in a 1K machine, with a little extra room if you want a fancier win display. Once you enter the listing and save it, just tell your child to push R for RUN. The game repeats until you pull the plug.

Tom Woods, Jefferson, NH

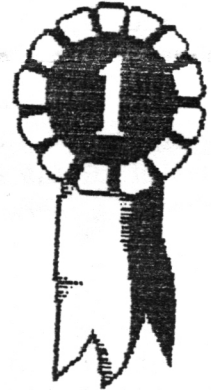
To enter COUNT, use this guide.  
All keys are in graphics mode  
(press shift 9 first).--AZ

line	100	shift	Y	shift	T
	105	shift	T	shift	Y
	200	shift	8	shift	G shift 5
	205	shift	8	shift	F shift 5
	300	shift	R	shift	E
	305	shift	Q	shift	W
	400	shift	W	shift	W shift 5
	405	shift	E	shift	E shift 5
	500	shift	W	shift	T
	505	shift	E	shift	Y

```

1 REM "COUNT"
2 LET A=INT (RND*10)+1
3 GOTO 100*(INT (RND*5)+1)
4 FOR X=0 TO A-1
5 PRINT AT 9,X*3+1;A$
15 PRINT AT 10,X*3+1;B$
20 NEXT X
25 PRINT AT 0,0;"---- HOW MANY
DO YOU SEE ----"
30 INPUT D$
35 IF CODE D$>37 OR CODE D$<28
THEN GOTO 45
40 IF VAL D$=A THEN GOTO 55
45 PRINT AT 2,6;D$;"---- WRON
GOTO 30
55 IF VAL D$=A THEN PRINT AT 2
,6;"
56 PRINT AT 20,6;"---- RIGHT -
----"
60 PAUSE 100
65 CLS
70 GOTO 1
100 LET A$="X"
105 LET B$="X"
110 GOTO 7
200 LET A$="X"
205 LET B$="X"
210 GOTO 7
300 LET A$="I"
305 LET B$="I"
310 GOTO 7
400 LET A$="H"
405 LET B$="H"
410 GOTO 7
500 LET A$="X"
505 LET B$="X"
510 GOTO 7

```



TS2068 Version OF Above

```

1 REM "COUNT"
2 LET A=INT (RND*10)+1
3 LET B=INT (RND*7)
4 BORDER 8
5 GO TO 100*(INT (RND*5)+1)
6 POKE 23558,8
7 FOR X=0 TO A-1
8 LET C=INT (RND*6)+1
10 PRINT AT 9,X*3+1; INK C;A$
15 PRINT AT 10,X*3+1; INK C;B$
20 NEXT X
25 PRINT AT 0,0; INVERSE 1;"
*** HOW MANY DO YOU SEE ***"
30 INPUT D$
35 IF CODE D$>57 OR CODE D$<48
THEN GO TO 45
40 IF VAL D$=A THEN GO TO 55
45 PRINT AT 2,4;D$;" IS "; INV
ERSE 1;" **** WRONG ****"
50 GO TO 30
55 IF VAL D$=A THEN PRINT AT 2
,4;"
56 PRINT AT 20,6; INVERSE 1;"*
*** RIGHT ***"
57 FOR X=0 TO A STEP +1
58 BEEP .005,X: BEEP .005,60-X
BEEP .005,30-X
59 NEXT X
60 PAUSE 100
65 CLS
70 GO TO 1
100 LET A$="X"
105 LET B$="X"
110 GO TO 7
200 LET A$="X"
205 LET B$="X"
210 GO TO 7
300 LET A$="I"
305 LET B$="I"
310 GO TO 7
400 LET A$="H"
405 LET B$="H"
410 GO TO 7
500 LET A$="X"
505 LET B$="X"
510 GO TO 7

```

## ZX81 Graphics Template

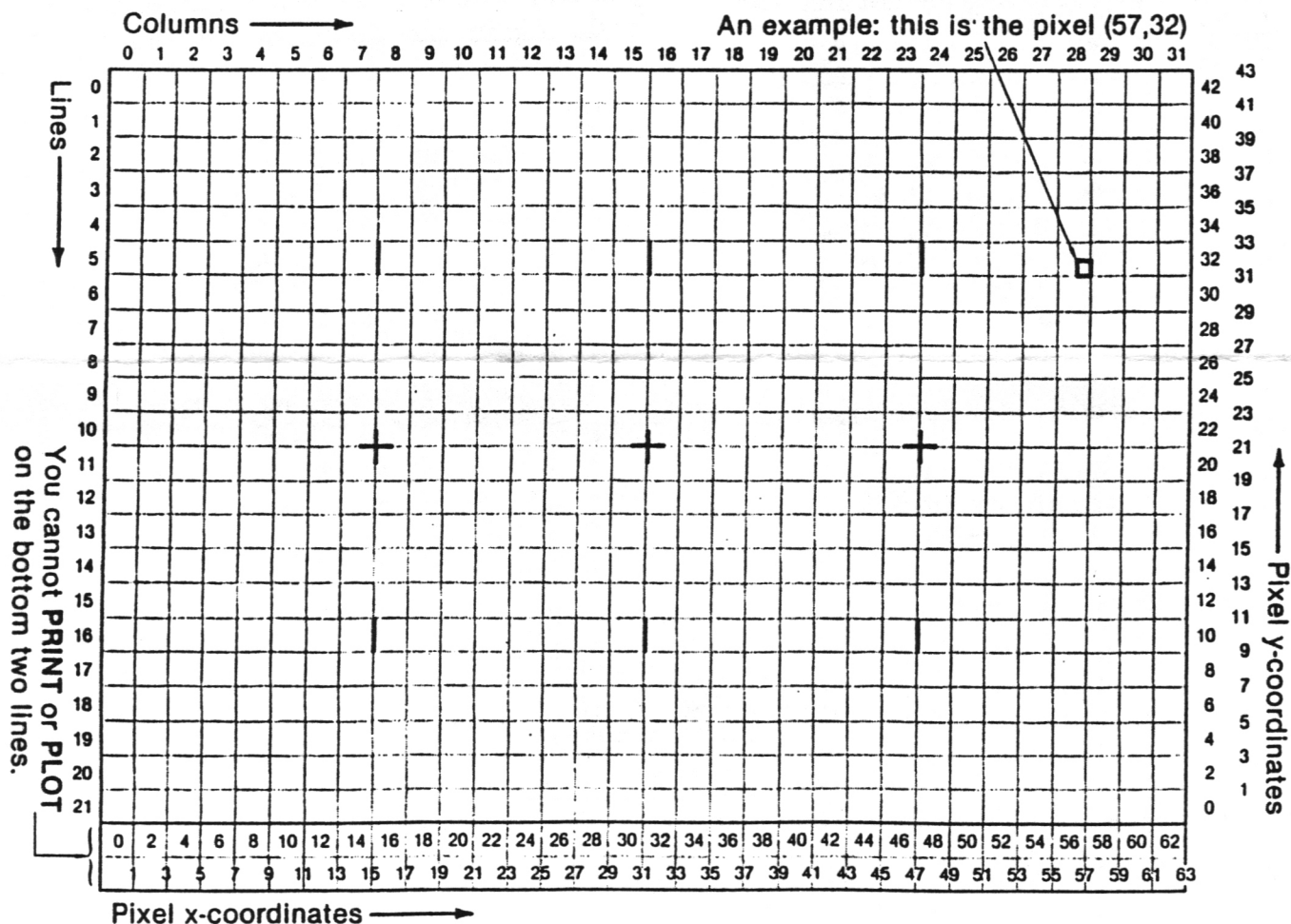
K5XY

QZX 1992 October

The next page is a handy graphics template for the ZX81, TS1000, and TS1500. It will be useful when you are designing QSL cards where you want to get your call in large letters or even when you want to print a circuit diagram containing symbols for resistors and capacitors. In fact some reader might want to make a copy of this page and draw a uniform set of circuit symbols for the rest of the QZX readers.

Remember that there are two ways to put blocks on the screen. You can have graphic symbols printed AT a desired line and column, or you can PLOT at a specified pixel coordinate.

Note however that these two methods use entirely different coordinate systems, as the next page shows. The line and column system starts at the upper left hand corner. The number system for this coordinate system is along the top and left hand side of the form. The pixel coordinate system starts in the lower right hand corner and the number system is along the bottom and the right hand side. Note that there are four pixel positions to each line and



column square.

You can actually use the AT (line and column) system to turn on just the pixel you want but it is a little cumbersome. Note that the shifted 1, shifted 2, shifted 3, and shifted 4 keys (in the graphics mode) will turn on the pixel in the upper left, upper right, lower right, and lower left (respectively) pixel positions. Other graphics keys (the shifted space, Q, W, 7, 6, R, 5, 8, T, Y, and E) will produce all the other possible combinations of pixel activation.

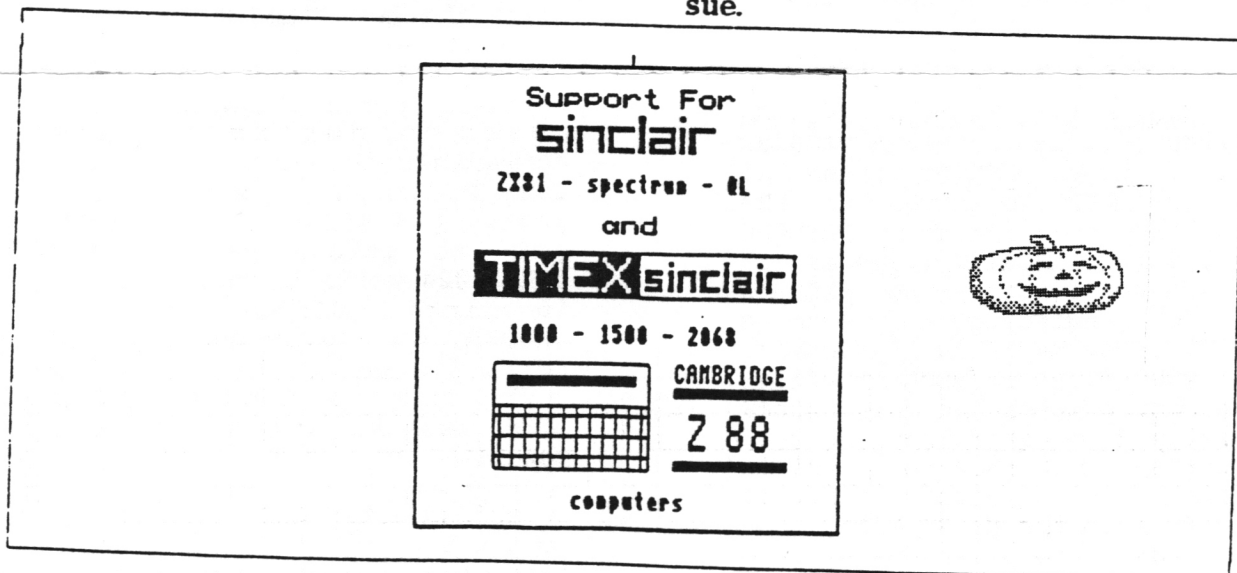
One way of using the next page is to copy it and then trace the picture you wish on it. The trace will tell you which spaces need activation and allow you to decide whether to use the AT or PLOT method of getting the desired design.

If the design is large and does not contain any elements which need high resolution, you can use the faster AT method. This method has the advantage that you can apply a bit of shading to the drawing by using

the shifted A, shifted H, shifted D, shifted G, shifted S, and shifted F keys (all in the graphics mode). (By the way if you look carefully at your instruction manual you will notice that the shifted A does not give you quite the same pattern as the shifted H key.)

If the design has many high resolution elements in it, you will find it is easier to use the PLOT method and turn on directly just the one pixel you want. This method is usually best when you want to draw a reasonably complicated design under program control. Of course, you will then not be able to get any of the shading effect that the AT graphics keys permit. By judicious use of both methods you can combine the best features of both. Again the figure on the next page will help you with your design work.

If you want to try your hand at another way of making circuit symbols or other small designs, see the article on a Pseudo-ROM in this issue.



# ARTICLES

TS2068

## LOADER V by Bob Swoger

Kurt Casby gave us a real gem when he wrote Loader V for use with MTERM Smart terminal II. To review, both MTERM and MSCRIPT were written by Steve Pagliarulo of MICRO-SYSTEMS SOFTWARE INC. OF West Palm Beach, Florida, and therefore the file transfers between the two are compatible. What the TS2068 community needed was a way to move TASWORD TWO and machine code files using MTERM and XMODEM capability over MA BELL's really bad long distance phone lines.

### The essential features:

- 1) The ability to send and receive TASWORD files.
- 2) Send & receive using XMODEM file transfer protocol.
- 3) Upload BASIC files with long line statements to computers with limited input buffers like the club computer.

### The nice added features:

- 4) Longer dialing menu.
- 5) Speed dialing.
- 6) Off-line buffer reloading.

### !! LITTLE REALIZED FACT !!

Loader V not only converts MSCRIPT files into TASWORD files but also converts TASWORD files into MSCRIPT files as well! LOADER.B1 gives us the ability to transform TASWORD files into MSCRIPT files as it loads the files into MTERM's buffer beginning at address 26710! You can actually convert TASWORD files to MSCRIPT files without printer controls rather easily using this technique. To get the files back on disk as MSCRIPT files simply exit to BASIC from the MTERM Main Menu and save the file using the format RANDOMIZE USR 100: SAVE "filename.Cm" CODE 26710, BUFUSD BUFUSD is from the MTERM Main

Menu screen in the lower right hand side.

Let us now define UPLOAD and DOWNLOAD. An UPLOAD TO a host means that you will put/pass/send/transmit data of some kind, be it a BASIC program, machine code, or a text file from your word processor, to a computer on the other end of your phone line. A DOWNLOAD FROM a host means that you will get/take/receive data of some kind from a computer on the other end of your phone line.

Loader V is made up of five programs. LOADER.BV, as rewritten, comes up with CIS UP and MTERM machine code loaded. This is the startup screen:

Loader V ©1985 by K.A.Casby

### MAIN MENU:

- 1) RUN MTERM
- 2) DIALING MENU
- 3) LOAD BUFFER
- 4) LOAD CIS-UP
- 5) LOAD XMODEM
- 6) EXIT

PRINT USR 24024 - send  
PRINT USR 24415 - receive

### Your Choice?

Write the two PRINT USR numbers down if you are going to use them during your terminal session, you will not see them again during your communication. Pressing 5 will load XMODEM into Loader V while pressing 4 will reload CIS-UP code back into Loader V. PRINT USR 24024 works to upload files in either CIS-UP mode or XMODEM, whichever one happens to be loaded. PRINT USR 24415 works only to receive XMODEM mode. This is explained in your manual.

To upload a TASWORD text file to a host, select 3 from the main menu. You are then asked which drive to go to and the CATALOG of that disk is shown.



Enter the filename and extension, press ENTER, and you are shown the next screen:

Loader V ©1985 by K.A.Casby

Name of File: ntnart.CT

Carriage returns:

- 1) None
- 2) Each line
- 3) Each paragraph

Your Choice?

1) is for machine code uploads [files that end in C\_ but not CT], so select 2). You will then be back at the main menu where you may select either 1) or 2) to proceed.

RELOAD.B1 allows us to go off-line and reload MTERM's buffer without terminating the session with the host computer.

CIS-UP.B1 permits operation with input buffered computers which have limited input buffer space. The CATUG and T/SNUG BBSs are such machines, limiting input strings to 256 characters. If you have a really long concatenated BASIC line of code, CIS-UP will chop up the line for you on the UPLOAD so that you don't crash the host. This feature need not be used as it is now accessible from the Loader V main menu at 4).

TSXMDM.B1 gives us the ability to do XMODEM transfers not offered by MTERM. XMODEM protocol is Ward Christensen's public domain gift to the community which repeatedly sends blocks of data to a host computer until it is received properly. Loader V is Kurt Casby's gift to the Sinclair community which 'puts it all together. This feature need not be used as it is now accessible from the Loader V main menu at 5).

UNLOAD.B1 converts MTERM files received as text and MSCRIPT

files into TASWORD files.

The BASIC drivers of Loader V and RELOAD for LarKen are presented below. LOADER V has been given the name LDR.BV for use with LogiCall. A LarKen/LogiCall formatted Loader V disk and all documentation can be obtained from T/SNUG by calling Abed Kahale at 708-885-4337.

#### LDR.BV

```
1 CLEAR VAL "29063": LET p=VAL "24007": LET f=VAL "20": LET h=CODE "d": LET m=CODE "w": LET s=PI+PI: DIM y$(VAL "12"): LET o=NOT PI: LET i=SGN PI: LET b=i+i: POKE VAL "23658",o: LET n$=" Loader V -©1985 by K.A.Casby ": BORDER i: PAPER i: INK VAL "9": OUT m,o: CLS : PRINT n$''''TAB P I*PI;"MAIN MENU:"''''TAB s;"1) RUN MTERM"''''TAB s;"2) DIALING MENU"''''TAB s;"3) LOAD BUFFER"''''TAB s;"4) LOAD CIS-UP"''''TAB s;"5) LOAD XMODEM"''''TAB s;"6) EXIT"'''' P RINT USR 24024 - send"" PRINT U SR 24415 - receive": GO SUB PI: IF LEN z$<>i OR VAL z$<i OR VAL z$>s THEN GO TO i
2 GO TO VAL z$*f
3 INPUT "Your Choice? "; LINE z$: RETURN
20 RANDOMIZE USR VAL "23817"
40 LET t=i: CLS : RESTORE : PR INT n$: FOR x=CODE "a" TO CODE "t": READ z$,y$: PRINT CHR$ x;")";z$,: LET y$(i)="-": PRINT TAB f;y$: BRIGHT x-INT (x/b)*b: NEXT x: PRINT "u) Dial a # not liste d": GO SUB PI: IF z$<"a" OR z$>"u" THEN RUN
41 IF z$="u" THEN INPUT "Phone #? "; LINE y$: GO TO CODE "+"
42 RESTORE : FOR x=i TO b+b*(CODE z$-CODE "a"): READ y$: NEXT x
43 POKE p+b,CODE "O"+CODE ","*(CODE y$=CODE "E")+LEN y$*(CODE y$=CODE "O")
44 LET z$="": FOR x=i TO LEN y$: IF VAL y$(x)>=0 AND y$(x)<="9" THEN LET z$=z$+y$(x)
45 OUT m,o: NEXT x: IF z$="" THEN RUN
46 BEEP VAL ".1",f: PRINT #o,; AT o,o: FLASH i;" Dialing - ";AT o,VAL "11" ; OVER i;z$;" - Try#";t
```

```

47 OUT m,VAL "31": PAUSE VAL "
60": FOR x=i TO LEN z$: LET z=VA
L z$(x): IF z=o THEN LET z=f/b
48 PAUSE VAL "25": FOR d=i TO
z: FOR e=INT PI TO VAL "4": OUT
m,e: PAUSE b: NEXT e: OUT m,i: O
UT m,b: NEXT d: NEXT x
49 FOR x=i TO VAL "2e3": IF IN
m=VAL "133" THEN OUT m,VAL "34"
: POKE p+i,i: BEEP i,f: GO TO f
50 NEXT x: OUT m,o: PAUSE h: L
ET t=t+i: GO TO VAL "46"
60 INPUT "Drive? ";d: RANDOMIZ
E USR h: GO TO d: CLS : RANDOMIZ
E USR h: CAT ".C^",: INPUT "File
name? "; LINE x$: CLS : PRINT n$
'"Name of File: ";: PRINT x$'"
'"Carriage returns:"'"1) None"
"2) Each line"'"3) Each paragra
h": GO SUB PI: IF LEN z$<>i OR V
AL z$<i OR VAL z$>PI THEN RUN
61 PRINT AT s,VAL "18";z$'"
'"Loading: '"x$;'"": RANDOMIZE
USR VAL "23780": POKE VAL "2372
8",h: RANDOMIZE USR h: LOAD x$CO
DE VAL "29064": POKE p,VAL z$: P
RINT : PRINT FLASH i;" LOAD comp
lete, press any key! ": PAUSE o
: RUN
80 RANDOMIZE USR h: LOAD "CIS-
UP.CV"CODE : RUN
100 RANDOMIZE USR h: LOAD "TSXM
DM.CV"CODE : RUN
120 ON ERR RESET : GO TO VAL "9
998"
200 DATA "T/SNUG BBS","P1708576
7072"
201 DATA "CATUG BBS","P17085767
140"
202 DATA "J Shepard","P15158466
378"
203 DATA "D Lambert","P12199251
372"
204 DATA "A Kahale","P170888543
37"
205 DATA "R Swoger","P170883779
57"
206 DATA "", "p"
207 DATA "", "p"
208 DATA "", "p"
209 DATA "", "p"
210 DATA "", "p"
211 DATA "", "p"
212 DATA "", "p"
213 DATA "", "p"
214 DATA "", "p"
215 DATA "", "p"
216 DATA "", "p"
217 DATA "", "p"
218 DATA "", "p"
219 DATA "", "p"
9001 RANDOMIZE USR h: LOAD "ldr.

```

```

CV"CODE : RANDOMIZE USR h: LOAD
"mterm2.CV"CODE : RUN
9992 LET h=CODE "d": RANDOMIZE U
SR h: SAVE "LDR.BV" LINE VAL "9e
3"
9993 RANDOMIZE USR h: SAVE "ldr.
CV"CODE VAL "23780",VAL "781": R
ANDOMIZE USR h: SAVE "mterm2.CV"
CODE VAL "54016",VAL "9216"
9998 RANDOMIZE USR h: NEW

```

# RELOAD.B1

```

1 POKE VAL "23658",NOT PI: CL
EAR VAL "29063": LET f=VAL "5":
LET h=VAL "100": LET o=SIN PI: L
ET i=SGN PI: LET b=i+i: LET c=VA
L "23780": LET n$=" Re*Loader
©1985 by K.A.Casby ": BORDER i:
PAPER i: INK VAL "9": CLS : PRIN
T n$'"'"TAB VAL "7";"1) RUN M
TERM"'"'"TAB VAL "7";"2) LOAD BU
FFER": GO SUB PI: IF LEN z$<>i O
R z$<"1" OR z$>"2" THEN RUN
2 GO TO VAL z$*f
3 INPUT "Your Choice? "; LINE
z$: RETURN
5 ON ERR RESET : PRINT USR VA
L "23817"
10 INPUT "DRIVE? ";D: RANDOMIZ
E USR h: GO TO D: CLS : RANDOMIZ
E USR h: CAT ".C^",: PRINT "Driv
e # 00";d: INPUT "Filename?
"; LINE n$: CLS : PRINT '"Name
of File: ";: PRINT n$'"Carria
10 INPUT "DRIVE? ";D: RANDOMIZ
E USR h: GO TO D: CLS : RANDOMIZ
E USR h: CAT ".C^",: PRINT "Driv
e # 00";d: INPUT "Filename?
"; LINE n$: CLS : PRINT '"Name
of File: ";: PRINT n$'"Carria
ge returns:"'"1) None"'"2) Each
line"'"3) Each paragraph": GO S
UB PI: IF LEN z$<>i OR z$<"1" OR
z$>"3" THEN RUN
11 PRINT AT PI+PI,VAL "18";z$'
'"'"'"Now Loading: '"n$;'"
from Drive # ";D: RANDOMIZE USR
c: RANDOMIZE USR h: LOAD n$CODE
VAL "29064": POKE VAL "24007",VA
L z$: PRINT : PRINT FLASH i;" LO
AD complete, press any key! ":
PAUSE o: GO TO f
9992 RANDOMIZE USR h: SAVE "RELO
AD.B1" LINE 1
9998 RANDOMIZE USR h: LOAD "L.B1
"

```

